Michael M. Borado

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SUMMARY

- Skilled in analyzing problems and providing solutions
- Passion for web design and related technologies
- Strong troubleshooting and analytical skills
- Ability to design and develop both computer based hardware and software
- Experienced with computer architecture, operating systems
- Team oriented and able to follow leadership instructions effectively

EDUCATION

December 2015

California State Polytechnic University, Pomona
Bachelor of Science – Computer Engineering

TECHNICAL SKILLS

- **Proficient** : C++, HTML5, CSS, C, Python, Verilog
- **Familiar With**: JavaScript, Bootstrap, GitHub, SQL, C#
- **Applications** :Visual Studio, Eclipse, Xcode, Xilinx, MatLab, Photoshop, Sublime
- **Operating Systems** : Windows, OSX, Ubuntu

EXPERIENCE

03/2013 - Present

Shipping & Logistics Manager
Gruv Gear, California

- Edit webpages using CSS and HTML for company branding purposes
- Coordinate shipping operations by distributing customer orders efficiently
- Maintain good customer relations by successfully resolving issues and concerns
- Create weekly status reports of inventory, accomplished tasks, and deliveries
- Optimized and improved shipping processes and workload
- Participate in weekly team meetings to set goals and priorities

05/2014 – Present

Web Developer

- Front-end developer for non-profit organization: www.jesuswalkyouth.com
- Created responsive website with the Bootstrap framework
- Designed and developed personal website: michaelborado.com
- Developed web form with HTML, CSS, and JavaScript to submit to database
- Utilized GitHub for version control and team sharing
- Produced web pages based on Photoshop documents

01/2013 – 12/2015

iOS Programmer & Mobile Application Tester
Guiang Corporations

- Designed a beta phone application with a team to enhance card game experience
- Created home log in interface for application
- Implemented API of 3rd party software to scan and read a card
- Tested applications to discover bugs and inconsistencies with app design

PROJECTS

Video Game Development with FPGA

- Interfaced with FPGA to create a pong video game and modified it
- Programed game to use I/O ports, use sound, and display on a screen

Microprocessor

- Designed hardware of microprocessor and implemented on a circuit board
- Used assembly to test hardware and created an operating light with switch

ACTIVITIES

Webmaster - Computer Programing Society
Member - IEEE